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Spot it! Numbers & Shapes

blue orange

What's Spot it ! ?

Spot it! Numbers & Shapes is an educational card game consisting of 31 cards, each decorated with the numbers 1 through 9 and an assortment of colorful shapes.

Between ANY 2 CARDS, there is always one, and only one, matching symbol. As they search for matches, little ones will learn numbers and shapes, the building blocks of math. Get ready to spot it!

Before you start playing...

If you've never played Spot it! before, familiarize yourselves by playing "TWINS."

Object of the game

No matter which mini-game you're playing, the goal is always to be the fastest player to spot the matching symbol between two cards and call it out. Then, depending on the specific mini-game, you will either place the card on a pile or discard it.

The mini-games

Spot it! is a series of fast, challenging mini-games in which all players play simultaneously. You can play them in any order, or only play your favorites. The bottom line is to have fun! It can be helpful to first play a few practice rounds to make sure everyone understands the rules. The player who wins the most mini-games is the champion.

If there's a toss-up....

The first player to call out the name of the symbol wins. In the case of a tie, the first player to take, place, or discard the card wins.

Tips for advanced play

When you find the match, try to…

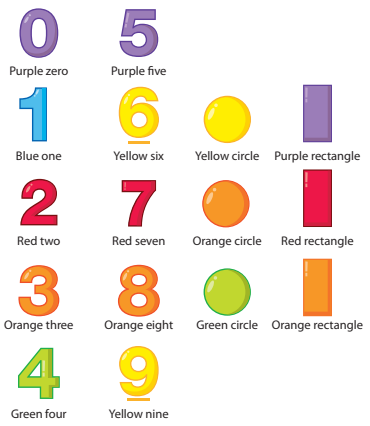
- Identify the number as odd or even.
- Double the number.
- Count backward from the number to zero.
- Count forward from the number to 10.
- Find an object that contains the shape.
- Say the shape's number of sides.
- Spell the color of the shape or number.

For Players Ages 3 and Up
Educational Game for 2 to 6 Players

Original game idea:
Denis Blanchot

List of symbols

List of symbols



Game N°1

Twins

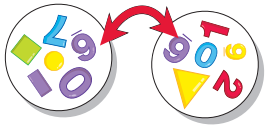
1) Preparing the game:
Place all the cards face-down in a pile.

2) Object of the game: *To collect the most cards.*

Setting up:

3) Playing the game:
One player takes the first 2 cards from the pile and places them, at once, face-up on the table.

Then, at the same time, all players try to find the matching symbol on both cards. As soon as you find the match, call it out (example: "Purple Six!") and take the 2 cards you've won. Reload 2 new cards from the pile.



4) Winning the game:
When there are fewer than 2 cards in the pile, the game ends and the player with the most cards wins.

Game N°2

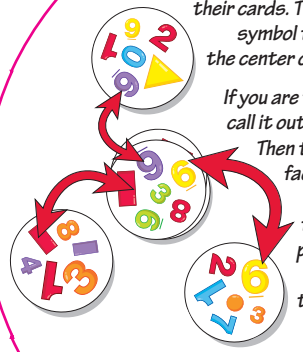
The Tower

1) Preparing the game: *Shuffle the cards and deal one card face-down to each player. Place the remaining cards face-up in the middle of the table to form the draw pile.*

2) Object of the game: *To collect the most cards.*

Setting up:
(example for 3 players)

3) Playing the game:
At the same time, players flip over their cards. They try to spot the one symbol that appears both on the center card and on their own card.



If you are the first player to do so call it out (example: "Red Rectangle!"). Then take the center card and place it face-up on top of your flipped card, building a personal pile. Now use the new top card on your personal pile to find a match with the center card. Repeat this process each time a new center card is revealed.

Play continues until no cards remain in the draw pile.

4) Winning the game:
The player with the most cards wins.

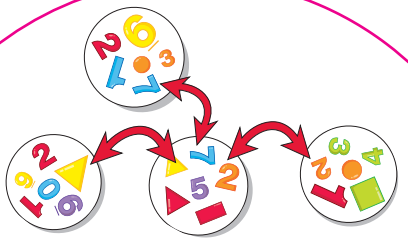
Game N°3

The Well

1) Preparing the game: *Place one card face-up in the middle of the table. Shuffle and deal the remaining cards face-down to all the players. These cards form their personal draw piles.*

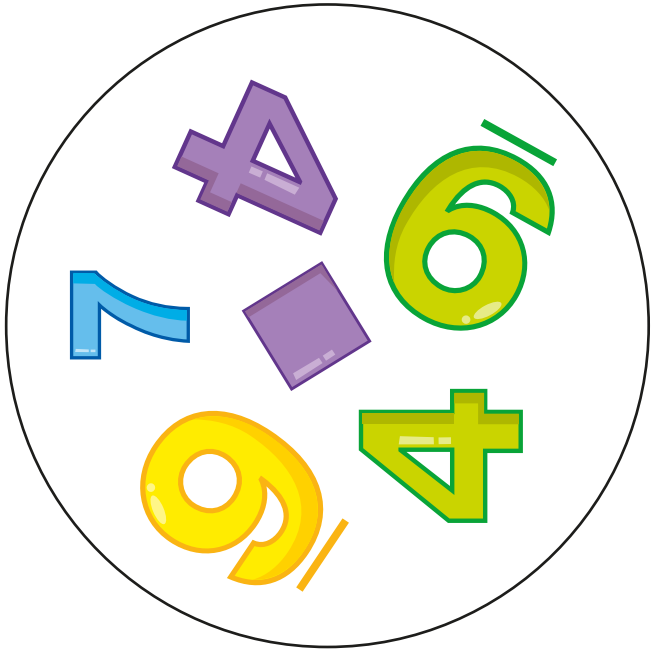
2) Object of the game:
To be the first player to get rid of all your cards.

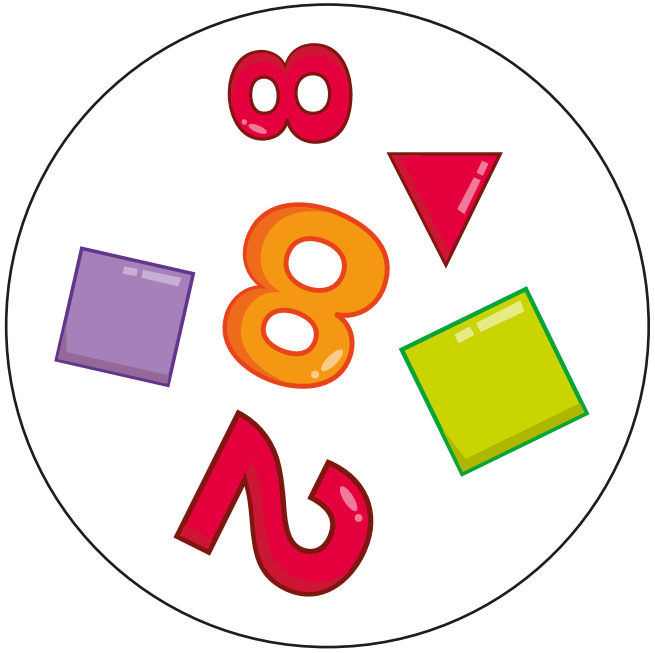
Setting up:
(example for 3 players)

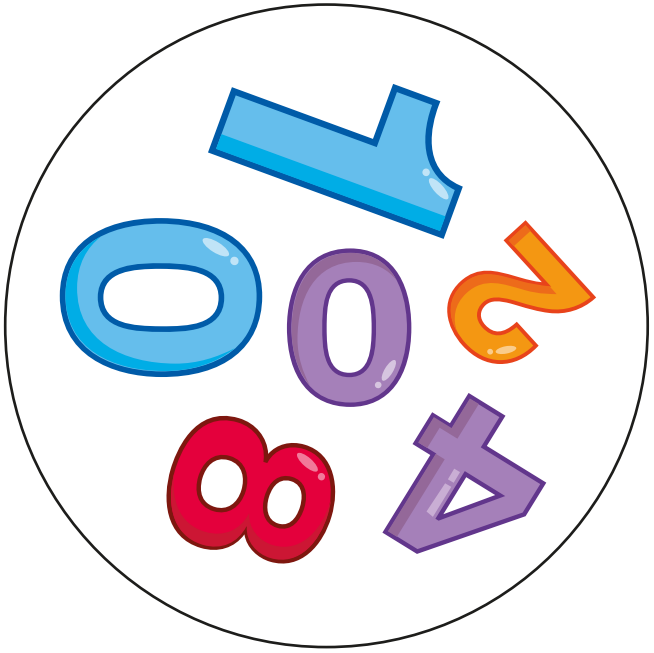


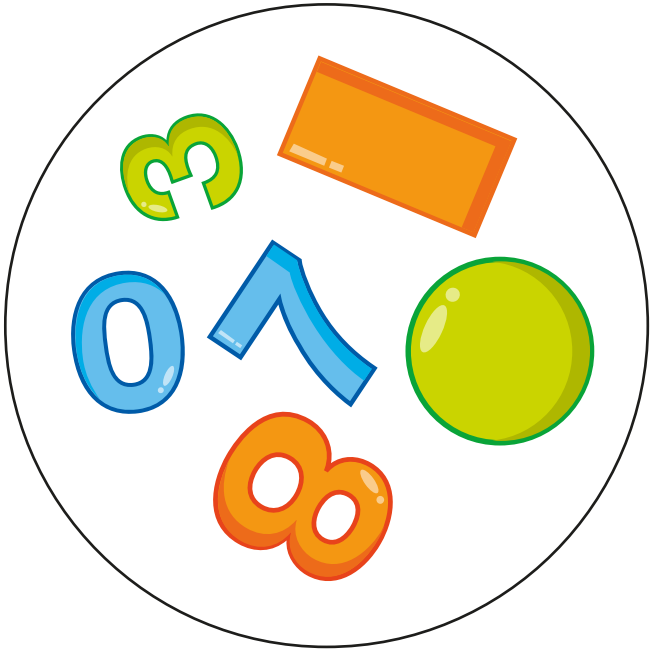
3) Playing the game: *At the same time, players flip their entire draw piles over so they are face-up. If you are the first player to spot the symbol that appears both on your top card and on the center card, call it out (example: "Orange Two!") and place your card on top of the center card. It becomes the new center card which players use to try to find a match. Use the new card revealed on your personal pile to find a match with the center card. Play continues until one player runs out of cards.*

4) Winning the game:
The first player to run out of cards wins the game.









9
0
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2
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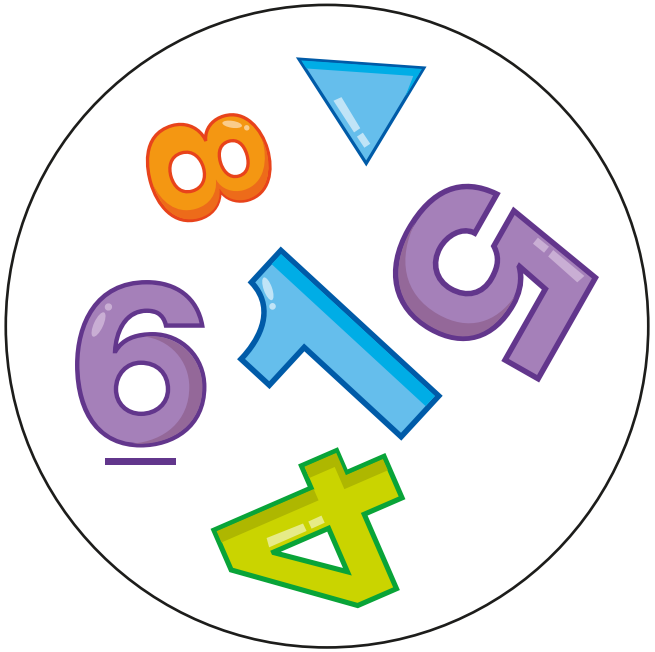
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